

Halo Live-Wire and More, Episode 3

Gex: Good afternoon everyone... or well it's the afternoon when were recording this, so if your listening to this during either the morning or evening, please remember that we are recording during the afternoon. Its kinda like the David Letterman Show, since he records about 5 o'clock and then is broadcast at 11 (or 10 central time zone).

Juice: But seriously Gex lets get back on track here... welcome to the third episode of Halo Live Wire and More, or as we staff like to call it, HLWaM. We are enjoying doing this podcast so much, and would like to thank all of our current listeners for their support.

Gex: Speaking of support, if you would like to get in touch with either Juice or myself, or just the Podcast in general, we check our email daily. And if you don't know what they are, Juice's juicefiftyseven@gmail.com, mine is greyday18@gmail.com, and our podcast email is halolivewire@gmail.com. So feel free to email us with anything you want to see on the show, tips / tricks, we would be happy to put your halo 2 montage on our site for more publication... literally anything at all.

Juice: Well were not going to give our random \$20 bills on the street... but our policy here is that, "If it's free, well do it!" Well that out of the way, lets get on with our 3rd Episode!

Juice story about Disney Land...

Gex Trip to Disney World...

Anything else you want to say throw it in here!

Juice: Hey well, its awesome to have you here with us. Well hey you guys, me and Gex are really excited to tell you about our new web url... www.halolivewire.com... we got it the night I got back and we are very excited about it.

Gex: Ya no joke were excited, and also, I've been doing a lot of additions to our blogger site such as adding code to make it look freakin' awesome. I would like to thank all the people who's code I stole off of your site to use, such as 360 Talk, You're All Modders, Podtacular, and many more, so thank you very much. Also, go check out www.freewebs.com/halolivewire/ to check out a very special addition to our blogger account... so go check it out.

Juice: <http://mintz.hushedcasket.com/> this is the website of Halo Portable... a bunch of very sweet movies for the Play Station Portable, with up-to-date information on the goings on inside the halo universe.

Gex: Well we've got some pretty cool information here from wikipedia for you guys. And uh if its not completely accurate, we're sorry, we have not read the Halo Novels.

Master Chief's true name is John, and his surname has never been revealed. He is known by his rank of Master Chief or Spartan-117. This rank roughly corresponds to the modern rank Master Chief Petty Officer of the United States Navy in the 21st century. In the Halo universe, Master Chief and the entire SPARTAN project are under the command of the United Nations Space Command Defense Force. Master Chief is also known as "The Demon" to the Covenant.

He was born in Elysium City and then taken from his home world Eridanus II as a child and brought up in the military's Spartan II program on the planet Reach (Epsilon Eridani) (resulting in his other designation, Spartan-117) to be a super soldier. The SPARTANs were originally created to bolster the UNSC's own defenses against piracy and other issues, and the program was headed by Doctor Catherine Halsey.

Master Chief's status as a cyborg has been hotly debated by fans- mostly over misunderstandings of exactly what a cyborg is. As part of the SPARTAN-II program, Master Chief was subjected to a number of unnatural modifications, some of which included bone strengthening through impregnation, chemical enhancement of eyesight, genetic re-engineering, and neural jacks as part of the upgrades necessary to don the MJOLNIR armor. Bungie's own statements identify Master Chief as being a cyborg (down to dialogue from the Covenant Grunts), in addition to comparisons between Master Chief and the military cyborgs from Bungie's earlier Marathon game series. Master Chief is entirely Human in appearance, as his armor is in no way permanently attached, although he would certainly not be average by any common measure.

Candidates for the SPARTAN-II program were chosen for natural genetic superiority, and thus were naturally taller, stronger, smarter, and faster than most humans even before augmentation. Master Chief's genetic, chemical, and otherwise unnatural enhancements do qualify him for "cyborg" status- at least loosely.

This is not something that I necessarily agree with, especially with other articles that I have read about the description of a cyborg in Michael Chorost autobiography and McLuhan about the medium being the message... Master Chief is a cyborg.

Juice: Any way, on to our main event for the day, we are going to be talking about the halo campaign, seeing as not many people in Halo 2 podcasting talk about the subject.

Gex: Or when they do, its saying how poorly it ended and how disappointed they were.

Juice: Yep yep yep, so that's what were going to be doing. We would ideally like to cover the first couple levels and bring some very good tips and tricks to you guys who are having some difficulty getting through the campaign.

Gex: Also, before we start, <http://nikon.bungie.org/misc/cutscenes/halo2.html> or HBO... halo.bugie.org has all the cut scenes for the game, so you can go back and watch your favorite cut scenes over and over again, without having to spend time running through the game. Also I was surprised to see that some of the scenes were different depending on which level of difficulty you're playing on. Very cool... be sure to check them out!

Halo 2 Campaign Walkthrough Level 1, 2, and 3.
- Cairo Station, Outskirts, and Metropolis -

**HEY BE SURE TO CHECK OUT
CHILLING WITH TWO COMMY
PENGUINS, THEY OUR ON
ITUNES THE MOTHER OF ALL
PODCAST!!!!**

Wrap up and say good bye.

Until next time... MadGex and Juice57 saying goodbye from Halo Live Wire and More.
Later guys!